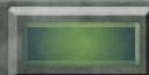




EQUIPMENT SPECIFICATIONS

FOLLOWING ARE DETAILED default equipment specifications and descriptions for each 'Mech', weapon, vehicle, and terrain in Microsoft® MechWarrior® 4: Mercenaries. Also included is a glossary of terms and acronyms used in the game. Specs are accurate as of the last ComStar transmission.

MechWarrior 4: Mercenaries includes 10 new 'Mechs, and 26 'Mechs from MechWarrior 4: Black Knight and MechWarrior 4: Vengeance. The 8 'Mechs from MechWarrior 4: Inner Sphere 'Mech Pak and MechWarrior 4: Clan 'Mech Pak also work with MechWarrior 4: Mercenaries. However, in order for these 'Mechs to be available for use, their corresponding 'Mech Paks must first be purchased and installed. You can use 'Mech Pak 'Mechs for Instant Action and Multiplayer play, but they are not available for Campaign play.



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ABBREVIATIONS

AC	Autocannon
BAP	Beagle Active Probe
CSMRM	Clan Streak Medium-Range Missile
CSTRK	Clan Streak Short-Range Missile
ECM	Electronic Countermeasures
ER	Extended Range
IFF	Identification of Friend or Foe
IS	Inner Sphere
KPH	Kilometers per Hour
LAMS	Laser Anti-Missile System
LBX	Luxor Ballistic (ballistic weapon)
Lg	Large
LRM	Long-Range Missile
Med	Medium
MG	Machine Gun
MRM	Medium-Range Missile
N/A	Not Applicable
Narc	Narc Beacon (targeting beacon)
PPC	Particle Projection Cannon
RAC	Rotary Autocannon
Sm	Small
SRM	Short-Range Missile



BATTLEMECH SPECIFICATIONS

Following are default equipment specifications for 'Mechs available in the game.

COUGAR

CLASS:

Clan Light

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 4.5

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

97

GROSS TONS:

35

WEAPONS:

ER Lg Laser,
ER Med Laser,
ER Sm Laser,
Clan LRM 10 (2)

COMPONENTS:

BAP

JUMP JETS:

Yes



FIELD NOTES: The Cougar is an OmniMech first introduced by Clan Jade Falcon during the battle of Coventry. Its chassis is that of a highly modified Clan Adder (known as a Puma to Inner Sphere forces). Jade Falcon technicians redesigned the 'Mech to allow for a greater variety of and larger weapons. For a light 'Mech, the Cougar packs a good punch, and that coupled with its good speed makes for a fast, hard-hitting reconnaissance 'Mech.

7.0 meters



FLEA

CLASS:

Inner Sphere Light

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 4.5

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

132

GROSS TONS:

20

WEAPONS:

Sm Laser (2),
MG Array (3)

COMPONENTS:

None

JUMP JETS:

No



FIELD NOTES: Once rare in the Inner Sphere, the Flea has been appearing in greater numbers in the past decade, mostly in the regiments of Wolf's Dragoons. Weighing 20 gross tons, it is easily the smallest 'Mech you'll see on the battlefield. The Flea is an inexpensive chassis to procure, but because it is lightly armed and comparatively slow for a light 'Mech, its role is usually little more than light reconnaissance.

6.1 meters



OSIRIS

CLASS:

Inner Sphere Light

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 5.0

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

130

GROSS TONS:

30

WEAPONS:

Med Laser (5),
SRM 6,
MG Array

COMPONENTS:

None

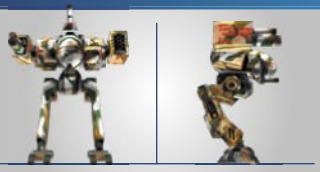
JUMP JETS:

Yes



FIELD NOTES: The Osiris was produced by Fredonian Industrial Technologies to fill the need in the Inner Sphere for a light 'Mech to serve as scout and to harass the enemy by hitting and escaping quickly. Since its debut in 3063, the Osiris has found its way to every corner of the Federated Commonwealth and the Lyran Alliance.

7.5 meters



OWENS

CLASS:

Inner Sphere Light

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 6.5

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

102

GROSS TONS:

35

WEAPONS:

Med X-Pulse Laser,
Sm X-Pulse Laser (2),
LRM 10 (2)

COMPONENTS:

None

JUMP JETS:

No



FIELD NOTES: The first Inner Sphere OmniMech to roll off the assembly line, the original Owens was a simple copy of the Clan Black Hawk. As designs improved, the Owens became quite versatile. First deployed in 3056, the Owens has become a staple for front-line regiments. It's lightly armed, but fast, and can carry all Inner Sphere electronic components. It rarely engages an enemy directly but uses its superior electronics and LRMs to support heavier 'Mechs.

6.6 meters



PUMA

CLASS:

Clan Light

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 7.0

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

83

GROSS TONS:

35

WEAPONS:

ER PPC (2)

COMPONENTS:

None

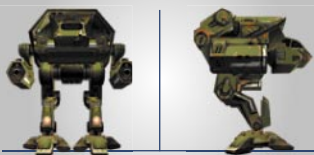
JUMP JETS:

No



FIELD NOTES: A favorite of Clan Wolf, this OmniMech was nicknamed the Puma by Inner Sphere MechWarriors as a tribute to its ferocity. Light and fast enough to be used as a scout, the Puma can also be configured for exceptional firepower and can stand up in combat to many Inner Sphere medium 'Mechs.

6.5 meters



RAVEN

CLASS:

Inner Sphere Light

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 6.5

INTERNAL STRUCTURE:

Standard

MAX SPEED (KPH):

100

GROSS TONS:

35

WEAPONS:

Sm Laser,
Sm Pulse Laser (2),
LRM 15,
Narc

COMPONENTS:

ECM, BAP

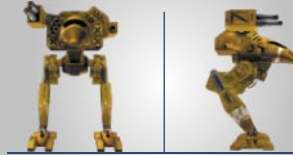
JUMP JETS:

No



FIELD NOTES: The Raven was House Liao's endeavor to produce a 'Mech with sophisticated electronic warfare capabilities. Although the original attempts were less than successful, the introduction of recovered Star League technology has given the Raven nearly all the most advanced electronics available to the Inner Sphere. The Raven is thus stealthy and makes an excellent scout, seeking out and exposing enemy 'Mechs.

6.5 meters



ULLER

CLASS:

Clan Light

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 4.5

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

125

GROSS TONS:

30

WEAPONS:

ER Lg Laser,
ER Med Laser,
Clan LRM 10 (2)

COMPONENTS:

ECM

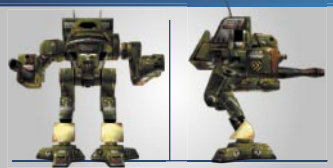
JUMP JETS:

No



FIELD NOTES: The Uller is the primary 'Mech of the Jade Falcons. It is a versatile 'Mech that can hold its own against many Inner Sphere medium 'Mechs. The Uller is quick and well-armored for its size, features good ECM, and is capable of carrying a variety of weapons that give it striking power from all ranges. The Uller is good as a reconnaissance 'Mech.

6.5 meters



WOLFHOUND

CLASS:

Inner Sphere Light

ARMOR TYPE, TONNAGE:

Reflective, 10.0

INTERNAL STRUCTURE:

Standard

MAX SPEED (KPH):

100

GROSS TONS:

35

WEAPONS:

Med Pulse Laser (2),
Lg X-Pulse Laser

COMPONENTS:

None

JUMP JETS:

No



FIELD NOTES: Both the Kell Hounds and Wolf's Dragoons have had good success with the Wolfhound. The original design experienced problems with heat, but advances in heat dissipation have helped curb those problems. These advances are particularly important given that the Wolfhound carries only energy weapons. Because the Wolfhound requires no ammo, it can operate independent of supply lines, making it good for long reconnaissance missions.

9.8 meters



ARCTIC WOLF

CLASS:

Clan Medium

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 8.0

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

97

GROSS TONS:

40

WEAPONS:

CSTRK 6 (4)

COMPONENTS:

None

JUMP JETS:

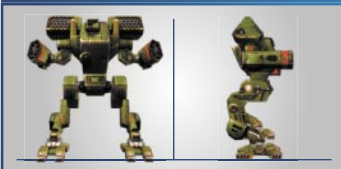
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FIELD NOTES: The Arctic Wolf began as a standard BattleMech developed by Clan Wolf in Exile but was eventually retrofitted with Omni slots. Designed as a hit-and-fade 'Mech, the Arctic Wolf can deliver a quick, hard punch to the enemy and then escape in a hurry. It proved itself invaluable during Operation Bulldog, where it was deployed as part of second-line support. The Arctic Wolf is vulnerable to attack, however, so it should be deployed with other 'Mechs for protection.

*Clan 'Mech Pak must be installed to use; cannot be used in Campaign play.

8.0 meters



BUSHWACKER

CLASS:

Inner Sphere Medium

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 8.5

INTERNAL STRUCTURE:

Standard

MAX SPEED (KPH):

85

GROSS TONS:

55

WEAPONS:

Med Pulse Laser (2),
LRM 5,
LRM 10,
AC 10

COMPONENTS:

None

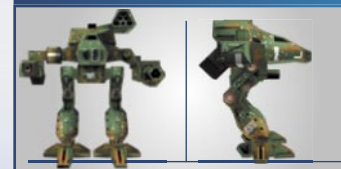
JUMP JETS:

No



FIELD NOTES: The Bushwacker was put into full-scale production in 3053. Although some critics panned it, others praised its unorthodox design, which features a long, narrow torso intended to present a minimal profile to enemy units. The Bushwacker was earmarked for ranged fire support, with its LRMs and large lasers. But because Clan 'Mechs greatly outrange their comparable Inner Sphere counterparts, Bushwacker pilots often use this 'Mech for close-quarter combat instead.

9.0 meters



CHIMERA

CLASS:

Inner Sphere Medium

ARMOR TYPE, TONNAGE:

Reflective, 9.0

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

102

GROSS TONS:

40

WEAPONS:

Lg Laser,
Med Laser,
MRM 20,
MG Array

COMPONENTS:

None

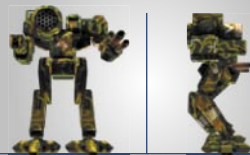
JUMP JETS:

Yes



FIELD NOTES: The Chimera was originally proposed as a joint project between the Federated Commonwealth and the Draconis Combine as a show of good relations. However, politics being what they are, the end result was quite different from the original intent. Nonetheless, the Chimera went into full-scale production and entered service in 3063. This 'Mech has good firepower and moderate speed and is used in light lances to provide muscle.

9.0 meters



HELLHOUND

CLASS:

Clan Medium

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 8.5

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

98

GROSS TONS:

50

WEAPONS:

ER Lg Laser (2),
CSTRK 6,
Clan LBX AC 10

COMPONENTS:

None

JUMP JETS:

No



FIELD NOTES: The Hellhound enjoyed only moderate success early in its deployment but eventually gained a reputation as one of the best medium 'Mechs around. It can take a lot of punishment, and it's fast—it can usually outrun what it can't outgun. Usually deployed for reconnaissance, it has enough firepower to defend itself. A Clan Jade Falcon favorite, the Hellhound is often used as a light 'Mech hunter-killer.

9.0 meters



HELLSPAWN

CLASS:

Inner Sphere Medium

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 8.0

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

106

GROSS TONS:

45

WEAPONS:

Med Pulse Laser (3),
SRM 6 (2)

COMPONENTS:

ECM

JUMP JETS:

Yes



FIELD NOTES: The Hellspawn is a specialized 'Mech that was first deployed in 3062 to fill the need of the Armed Forces of the Federated Commonwealth (AFFC) for a mobile fire-support unit. It has good punch at both close combat and long-range support. It is much faster and more maneuverable than its progenitor, the Der-vish, but its insufficient armor has earned it a reputation among some pilots as a deathtrap. However, its ability to attack from a distance and then escape quickly makes it ideal in a saboteur role.

9.0 meters



HUNCHBACK

CLASS:

Inner Sphere Medium

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 9.5

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

98

GROSS TONS:

50

WEAPONS:

Med Laser (2),
SRM 6,
LBX AC 20

COMPONENTS:

ECM, IFF Jammer

JUMP JETS:

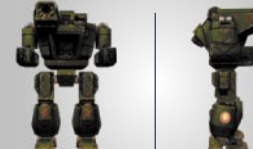
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FIELD NOTES: The original Hunchback was susceptible to rapid heat buildup, but after it was retrofitted with Star League heat dissipation technology, the problem was solved. Remarkably fast for a medium 'Mech, the Hunchback can also deliver massive damage at short range, making it ideal for urban combat.

*IS 'Mech Pak must be installed to use; cannot be used in Campaign play.

9.1 meters



RYOKEN

CLASS:

Clan Medium

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 8.5

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

85

GROSS TONS:

55

WEAPONS:

ER Lg Laser (2),
ER Med Laser (2),
Clan LRM 15 (2)

COMPONENTS:

BAP

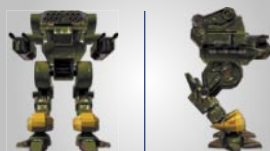
JUMP JETS:

No



FIELD NOTES: The Ryoken is a common sight in many Clans, but this OmniMech seemed most at home with the now-extinct Clan Smoke Jaguar, which used it for a variety of assignments. It has a decent electronics package and supports both energy weapons and LRMs. This versatility makes the Ryoken good for slugging it out in close combat and for providing fire support from a distance.

9.2 meters



SHADOW CAT

CLASS:

Clan Medium

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 9.0

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

102

GROSS TONS:

45

WEAPONS:

ER Lg Laser,
ER Sm Laser,
ER Med Pulse Laser (3),
CSTRK 6,
Clan MG Array (2)

COMPONENTS:

None

JUMP JETS:

Yes



FIELD NOTES: Many consider the Shadow Cat the best 'Mech of its class. It first appeared in the vanguard of the Clan Nova Cat forces on Tukayyid. Because it is well-armored, has a small profile (making it tough to target), and carries mainly energy weapons (making it relatively independent of ammo supply lines), the Shadow Cat is deployed primarily as a command vehicle. But its flexibility in weapons configuration, coupled with Jump Jets, good speed, and firepower, make it suitable for many roles.

7.5 meters



UZIEL

CLASS:

Inner Sphere Medium

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 8.0

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

95

GROSS TONS:

50

WEAPONS:

PPC (2),
SRM 6,
MG Array (2)

COMPONENTS:

None

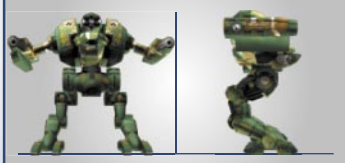
JUMP JETS:

Yes



FIELD NOTES: The Uziel is by no means a novel design, especially compared with some of the new concepts to come out of Hesperus II. But it does incorporate several newly developed weapon systems into an effective combat package well-suited for a harassment role. Fitted with twin PPCs, the Uziel has excellent firepower. With its good speed and Jump Jets, it is ideal for hit-and-fade tactics, diverting enemies' attention and luring them into traps.

8.5 meters



ARGUS

CLASS:

Inner Sphere Heavy

ARMOR TYPE, TONNAGE:

Reflective, 12.0

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

81

GROSS TONS:

60

WEAPONS:

Med Laser (2),
LRM 10,
Ultra AC 5 (2),
MG Array

COMPONENTS:

None

JUMP JETS:

No



FIELD NOTES: The Argus was originally intended to be an OmniMech, but this idea was rejected for cost considerations. However, it maintained many of its original Omni design concepts, helping to simplify field repairs. First deployed on Kentares IV, the Argus more than proved itself as a brawler in battle, capable of inflicting and absorbing a great deal of damage. The Argus has become a popular choice among high-profile units such as the First Federated Suns Armored Cavalry.

9.5 meters



BLACK KNIGHT

CLASS:

Inner Sphere Heavy

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 13.0

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

75

GROSS TONS:

75

WEAPONS:

Lg Laser (2),
Med Laser,
PPC (2)

COMPONENTS:

None

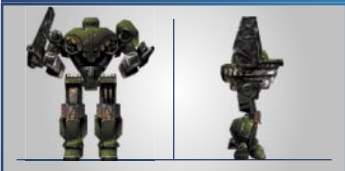
JUMP JETS:

No



FIELD NOTES: The current Black Knight is based on an original design introduced by the Star League Defense Forces. The Black Knight Legion reengineered the new chassis into an OmniMech, making it extremely versatile. It can be used in many roles—recon, urban fighter, fire support, close support. The original Black Knight was prone to overheating, a problem that the Black Knight Legion was unable to resolve.

10.8 meters



CATAPULT

CLASS:

Inner Sphere Heavy

ARMOR TYPE, TONNAGE:

Reactive, 12.5

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

76

GROSS TONS:

65

WEAPONS:

Lg Laser,
Sm Pulse Laser,
LRM 20 (2)

COMPONENTS:

BAP

JUMP JETS:

Yes



FIELD NOTES: The Catapult is a second-line fire-support 'Mech used primarily by the Capellan Confederation military. Its design lacks the manipulative arms needed for effective close combat, so it requires front-line support to protect it. However, this heavy 'Mech can muster impressive firepower. Often refitted with Arrow IV missiles, the Catapult is excellent for a long-range support role.

10.0 meters



CAULDRON-BORN

CLASS:

Clan Heavy

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 12.5

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

86

GROSS TONS:

65

WEAPONS:

ER Med Laser (2),
Clan LRM 15 (2),
Clan LBX AC 10 (2)

COMPONENTS:

Enhanced Optics

JUMP JETS:

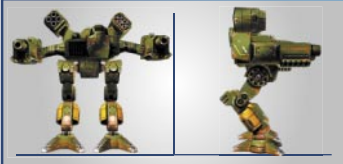
No



FIELD NOTES: The Cauldron-Born takes its name from the unstoppable zombies of Irish myth, because of its ability to take immense damage and remain operational. For a long while, the First Jaguar Guard Cluster had a lock on its use, but lately this versatile OmniMech has become more prevalent. Able to mount impressive firepower while maintaining a low profile, the Cauldron-Born is excellent for recon or fire support, or for dueling with heavy-class 'Mechs.

*Clan 'Mech Pak must be installed to use; cannot be used in Campaign play.

10.1 meters



DRAGON

CLASS:

Inner Sphere Heavy

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 8.5

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

85

GROSS TONS:

60

WEAPONS:

Med Laser,
LRM 10,
AC 5,
Heavy Gauss Rifle

COMPONENTS:

None

JUMP JETS:

No



FIELD NOTES: In a bid to replace the aging SHD-1R Shadow Hawk, the Star League held a competition for a better design. Luthien Armor Works submitted the Dragon, but eventually lost the contract to the SHD-2H Shadow Hawk. However, House Kurita was impressed with the Dragon's combination of good firepower and speed and decided to commission its production for use in the Combine's private army as a close attack 'Mech.

*IS 'Mech Pak must be installed to use; cannot be used in Campaign play.

10.2 meters



LOKI

CLASS:

Clan Heavy

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 9.5

INTERNAL STRUCTURE:

Standard

MAX SPEED (KPH):

83

GROSS TONS:

65

WEAPONS:

ER Med Laser (4),
CSTRK 6,
Clan LBX AC 10 (2)

COMPONENTS:

ECM, LAMS

JUMP JETS:

No



FIELD NOTES: The Loki is one of the Clans' most easily identifiable 'Mech designs because of the missile rack atop its shoulder. This heavy OmniMech is a favorite of Clan Jade Falcon, which uses it for a variety of roles from reconnaissance to combat support for larger 'Mechs. The Loki's ability to carry a large array of electronics and all weapon types makes this chassis truly Omni.

11.0 meters



MAD CAT

CLASS:

Clan Heavy

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 11.5

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

80

GROSS TONS:

75

WEAPONS:

ER Lg Laser (2),
ER Med Pulse Laser (2),
Clan LRM 20 (2),
Clan MG Array (2)

COMPONENTS:

None

JUMP JETS:

No



FIELD NOTES: The Mad Cat was the first OmniMech the Inner Sphere ever encountered. First spotted in 3049, it was dubbed the Mad Cat by ComStar because its hunched-over torso resembles a combination of the Marauder and Catapult chassis. The Mad Cat is typically deployed in a fast-moving, hard-hitting lance. It is often a command 'Mech, as it is fast and boasts decent armor and extraordinary firepower. It is excellent for flank attacks and can perform hit-and-fade operations effectively.

10.5 meters



NOVA CAT

CLASS:

Clan Heavy

ARMOR TYPE, TONNAGE:

Reflective, 14.0

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

73

GROSS TONS:

70

WEAPONS:

ER Lg Laser (3),
ER Sm Pulse Laser,
ER PPC (2)

COMPONENTS:

None

JUMP JETS:

No



FIELD NOTES: Following its defeat at Tukayyid, Clan Nova Cat ordered the construction of a new heavy OmniMech. The new design was christened the Nova Cat and thus not only became the Clan's newest support 'Mech but also its namesake. In its default configuration, this 'Mech carries only energy weapons (which require no ammo), allowing it to continue firing long after other 'Mechs have run out of ammunition. Pilots should be aware that the Nova Cat is prone to excessive heat buildup. Deployment to cold or wet environments is preferable.

10.0 meters



THANATOS

CLASS:

Inner Sphere Heavy

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 13.0

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

75

GROSS TONS:

75

WEAPONS:

Med Pulse Laser (3),
MRM 20,
LBX AC 20

COMPONENTS:

ECM

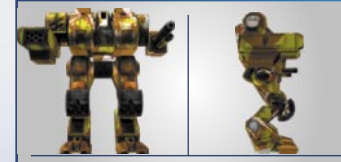
JUMP JETS:

Yes



FIELD NOTES: Similar to the Argus, the Thanatos was originally intended as an OmniMech, but the high cost of production curtailed interest. After engineers revamped the 'Mech to a standard design, it won approval. Although it is slower than comparable heavy 'Mechs, it has good firepower and Jump Jets for maneuverability. Both the Lyran Alliance Armed Forces (LAAF) and the AFFC use it to replace older heavy 'Mechs in nearly every role from close-range brawler to long-range support. It is probably best suited for the front lines.

10.0 meters



THOR

CLASS:

Clan Heavy

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 10.5

INTERNAL STRUCTURE:

Standard

MAX SPEED (KPH):

85

GROSS TONS:

70

WEAPONS:

ER Med Laser (4),
Clan LRM 15,
Clan Ultra AC 5 (2)

COMPONENTS:

None

JUMP JETS:

Yes



FIELD NOTES: When engineers designed the Thor, they borrowed concepts from other 'Mechs such as the Warhammer, Marauder, and Victor. The result was an OmniMech with excellent versatility. It has an advantage over other heavy 'Mechs in that it has a good blend of maneuverability and heavy firepower, with the ability to strike from all ranges. The Thor is well-suited as a backup to heavier 'Mechs on the battlefield and is a favorite among the Jade Falcons.

10.5 meters



VULTURE

CLASS:

Clan Heavy

ARMOR TYPE, TONNAGE:

Reactive, 12.0

INTERNAL STRUCTURE:

Standard

MAX SPEED (KPH):

80

GROSS TONS:

60

WEAPONS:

ER Med Pulse Laser (4),
Clan LRM 20 (2)

COMPONENTS:

None

JUMP JETS:

No



FIELD NOTES: The Clans' Vulture is aptly named for its hunched shoulders, protruding head, and birdlike legs. Although slightly smaller than the Inner Sphere's Catapult, it possesses a similar appearance and similar strengths and weaknesses. It differs in that its lower torso Omni slot adds to its versatility. Its huge twin missile racks mean it can carry more missiles than most 'Mechs, and it thus proves very good in a fire-support role.

10.0 meters



ATLAS

CLASS:

Inner Sphere Assault

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 18.0

INTERNAL STRUCTURE:

Standard

MAX SPEED (KPH):

51

GROSS TONS:

100

WEAPONS:

Sm Laser (3),
PPC (2),
LRM 15,
Gauss Rifle

COMPONENTS:

ECM, LAMS, IFF Jammer

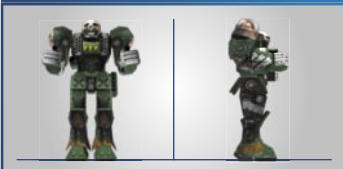
JUMP JETS:

No



FIELD NOTES: The original Star League designed the Atlas to ensure the superiority of its regular army over the growing armies of the House Lords. General Aleksandr Kerensky, Star League supreme commander, called for a 'Mech "as powerful as possible, as impenetrable as possible, and as ugly and foreboding as conceivable, so that fear itself will be our ally." The result was the ideal brutal-assault 'Mech, carrying more armor than any other 'Mech, capable of slugging it out with the best the enemy can throw at it.

13.0 meters



AWESOME

CLASS:

Inner Sphere Assault

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 15.0

INTERNAL STRUCTURE:

Standard

MAX SPEED (KPH):

70

GROSS TONS:

80

WEAPONS:

Med Laser (2),
PPC (3),
SRM 4

COMPONENTS:

None

JUMP JETS:

No



FIELD NOTES: The Awesome has long been a favorite among the armies of the Inner Sphere, so when designers were tasked with upgrading the 'Mech they were understandably apprehensive. But the new design proved to be a real improvement over its predecessor. The Awesome is good in a support role to heavier 'Mechs. It is among the lightest and fastest of the assault chassis, but it is well-armed, boasting three PPCs in its standard weapons configuration.

11.0 meters



DAISHI

CLASS:

Clan Assault

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 14.5

INTERNAL STRUCTURE:

Standard

MAX SPEED (KPH):

51

GROSS TONS:

100

WEAPONS:

ER Lg Laser (4),
ER Med Pulse Laser (4),
Clan LRM 10,
Clan Ultra AC 5 (2),
Clan MG Array (2)

COMPONENTS:

None

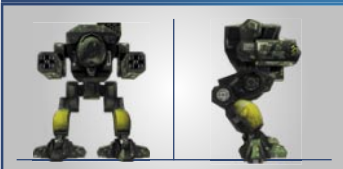
JUMP JETS:

No



FIELD NOTES: The Daishi is the reigning king of the 'Mechs, easily the most potent force on the battlefield, particularly when firing all weapons at once. Its name is derived from a Japanese word meaning "great death," allegedly so-christened by the Draconis Combine's criminal underground. Regardless of the name's origins, Daishi is fitting for a 'Mech whose sole purpose is to destroy everything. Although the Daishi was originally Clan technology, the Inner Sphere managed to capture one and now deploys Daishis of its own.

11.5 meters



FAFNIR

CLASS:

Inner Sphere Assault

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 18.0

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

53

GROSS TONS:

100

WEAPONS:

Lg Laser (2),
Med Laser (3),
Heavy Gauss Rifle (2)

COMPONENTS:

None

JUMP JETS:

No



FIELD NOTES: Borrowing heavily from the design concepts of the Atlas, the Fafnir epitomizes the Lyrans philosophy of designing for size and strength rather than finesse. Topping out at 100 tons at full loadout, nearly 20 tons of which is armor, the Fafnir is impervious to all but the heaviest—or luckiest—shots. The Fafnir carries tremendous firepower and makes for an excellent brawler in one-on-one combat. It is the only 'Mech to carry two Heavy Gauss Rifles.

11.5 meters



GLADIATOR

CLASS:

Clan Assault

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 18.0

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

57

GROSS TONS:

95

WEAPONS:

ER Lg Laser,
ER Med Laser (2),
ER PPC,
Clan Ultra AC 20

COMPONENTS:

ECM

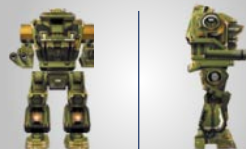
JUMP JETS:

Yes



FIELD NOTES: The Gladiator sees common service only with Clan Ghost Bear. It's faster than most other assault 'Mechs while carrying a comparable weapon load-out. An OmniMech, it is versatile, has Jump Jets, and can deliver heavy-duty firepower. Well-armored, it can take a pounding while dishing one out. It's great in a close-combat slugfest or providing fire support from a distance, and it is unmatched in one-on-one combat against anything the Inner Sphere has.

13.0 meters



HAUPTMANN

CLASS:

Inner Sphere Assault

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 18.0

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

58

GROSS TONS:

95

WEAPONS:

Lg Laser (2),
Sm Laser,
Med Pulse Laser (2),
LRM 15,
LBX AC 20

COMPONENTS:

LAMS

JUMP JETS:

No



FIELD NOTES: Based on captured Clan Daishi chassis, the Hauptmann was the first OmniMech designed by the Lyrn Alliance. Archon Katrina Steiner christened the new OmniMech the Hauptmann to honor the LAAF's hauptmanns (a rank of commanders). Armed comparably to the Gladiator, the Hauptmann has lots of firepower and makes a good brawler—it can dish out a lot of fire while absorbing lots of punishment. It also has a smaller profile than other assault 'Mechs, making it harder to hit.

11.4 meters



HIGHLANDER

CLASS:

Inner Sphere Assault

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 16.0

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

62

GROSS TONS:

90

WEAPONS:

Lg Laser (2),
Gauss Rifle,
Heavy Gauss Rifle

COMPONENTS:

LAMS

JUMP JETS:

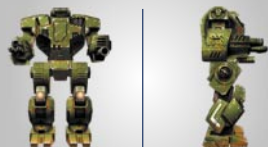
Yes



FIELD NOTES: The Highlander's brutal ballistic firepower, coupled with its Jump Jets, make it an ideal city fighter and an excellent command 'Mech for fire lances. The Highlander's beefy undercarriage gives it an advantage when performing the Death from Above maneuver, where one 'Mech jumps atop another. Over the years, this attack has given rise to the expression "Highlander burial," where the larger 'Mech seems to drive a smaller 'Mech into the earth.

*IS 'Mech Pak must be installed to use; cannot be used in Campaign play.

11.7 meters



KODIAK

CLASS:

Clan Assault

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 18.0

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

52

GROSS TONS:

100

WEAPONS:

ER Med Laser (4),
CSMRM 40 (2),
Clan LBX AC 20

COMPONENTS:

None

JUMP JETS:

Yes



FIELD NOTES: In the Inner Sphere, little is known of the Kodiak. No complete chassis has ever been recovered from the battlefield. It is believed to be unique to Clan Ghost Bear and used almost exclusively as a command 'Mech. From what has been observed, it is a brutal and fast-moving assault 'Mech with more hardpoints than any other known 'Mech. It has devastating firepower, above average speed, and Jump Jets. Only another assault 'Mech should consider engaging a Kodiak.

*Clan 'Mech Pak must be installed to use; cannot be used in Campaign play.

13.0 meters



Longbow

CLASS:

Inner Sphere Assault

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 16.0

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

69

GROSS TONS:

85

WEAPONS:

Med Laser (3),
LRM 10,
LRM 15,
LRM 20 (2)

COMPONENTS:

BAP, LAMS

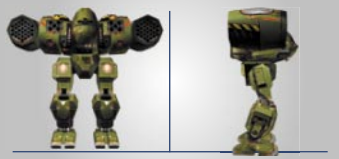
JUMP JETS:

No



FIELD NOTES: Manufactured by StarCorps Industries and introduced in 2610, the latest Longbow was designed to address some of the problems with the original Longbow. The result was a faster, more effective 'Mech with improved heat dissipation and increased armor. Its weapons loadout consists primarily of missiles, making the Longbow the heaviest 'Mech used in a fire-support role. It should be deployed with other 'Mechs for protection.

10.0 meters



Mad Cat Mark II

CLASS:

Clan Assault

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 13.5

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

68

GROSS TONS:

90

WEAPONS:

ER Med Laser (4),
Clan LRM 10 (2),
Clan Gauss Rifle (2)

COMPONENTS:

None

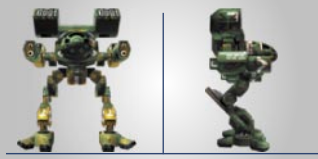
JUMP JETS:

Yes



FIELD NOTES: Though it bears a remarkable outward resemblance to the Mad Cat, the Mad Cat Mark II is a new creation developed by Clan Diamond Shark. It has all the speed, armor, and firepower indicative of a Clan assault 'Mech, and its Jump Jets give it good agility. When equipped with short-range weapons, the Mad Cat Mark II is good for close-quarter city fighting. When loaded with long-range weapons, it is a fearsome fire-support 'Mech that requires little protection.

12.5 meters



MASAKARI

CLASS:

Clan Assault

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 13.5

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

77

GROSS TONS:

85

WEAPONS:

ER PPC (2),
Clan LRM 15,
Clan LRM 20,
Clan Ultra AC 5

COMPONENTS:

Enhanced Optics

JUMP JETS:

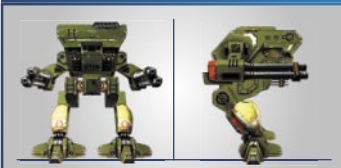
No



FIELD NOTES: A favorite among the Clans, the Masakari is an assault 'Mech in the truest form. With its squat torso and jutting head, it is easily identifiable and has become notorious in the Inner Sphere. Good armor and heavy firepower make it well-suited as a command 'Mech or as support for heavier 'Mechs. The Masakari formerly appeared most frequently among the Smoke Jaguars, who typically paired it with the Daishi, but it is also common to see it among Clan Ghost Bear forces.

*Clan 'Mech Pak must be installed to use; cannot be used in Campaign play.

10.5 meters



MAULER

CLASS:

Inner Sphere Assault

ARMOR TYPE, TONNAGE:

Reactive, 13.0

INTERNAL STRUCTURE:

Standard

MAX SPEED (KPH):

65

GROSS TONS:

90

WEAPONS:

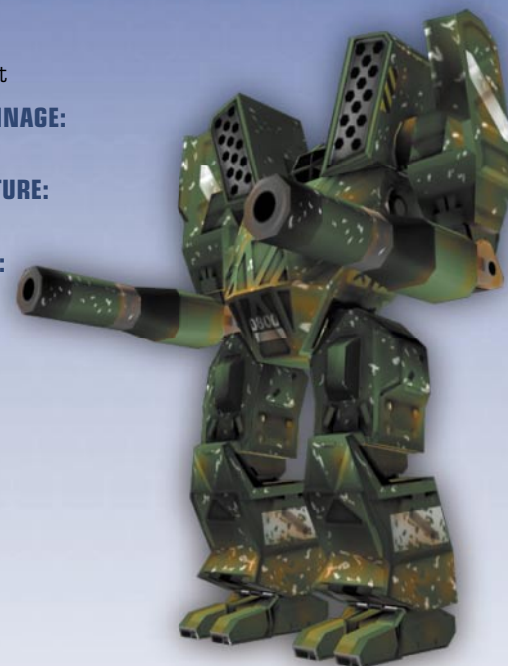
Med Laser (4),
LRM 10 (2),
Ultra AC 2 (4)

COMPONENTS:

None

JUMP JETS:

No



FIELD NOTES: The Mauler is the Federated Commonwealth code name for an assault 'Mech developed by the Draconis Combine Mustered Soldiery (DCMS). The Mauler is primarily a long-range harasser, delivering significant damage from a distance over an extended period of time. However, it can also be reconfigured to inflict massive damage quickly when slugging it out in close combat with 'Mechs of comparable tonnage.

12.0 meters



SUNDER

CLASS:

Inner Sphere Assault

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 16.5

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

69

GROSS TONS:

90

WEAPONS:

Lg Laser (4),
Med Laser (2),
LBX AC 20

COMPONENTS:

None

JUMP JETS:

No



FIELD NOTES: The Sunder was an attempt to reengineer captured Clan equipment to make it compatible with Inner Sphere technology. This 'Mech does a good job of bridging the gap between Inner Sphere chassis and those fielded by the Clans and is a good, cheap alternative to Clan OmniMechs. Compared to other Inner Sphere assault 'Mechs, the Sunder is an extremely capable machine, packing a lot of firepower and armor into its chassis while keeping its profile low, making targeting more difficult.

11.3 meters



TEMPLAR

CLASS:

Inner Sphere Assault

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 13.0

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

85

GROSS TONS:

85

WEAPONS:

Lg X-Pulse Laser (2),
Light Gauss Rifle (2)

COMPONENTS:

LAMS

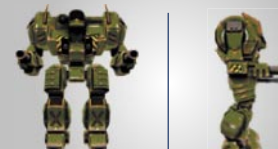
JUMP JETS:

No



FIELD NOTES: The Templar was intended to replace some of the AFFC's most venerable assault 'Mechs. It has decent speed and very good firepower. The Templar is also an OmniMech, making it both versatile and maneuverable. It isn't quite the 'Mech the Gladiator is, but it's cheaper to procure and makes for a good brawler and city fighter.

10.8 meters



VICTOR

CLASS:

Inner Sphere Assault

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 15.5

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

72

GROSS TONS:

80

WEAPONS:

Med Pulse Laser (2),
SRM 4,
Gauss Rifle,
Heavy Gauss Rifle

COMPONENTS:

LAMS

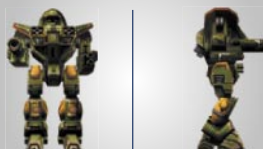
JUMP JETS:

No



FIELD NOTES: This BattleMech not only shares its name with Prince Victor Davion, it was one of the first 'Mechs to get special priority for increased production and widespread deployment and was an early candidate for recovered Star League-era technology. The Victor has good mobility for its size and good heat efficiency. It is well-armed and Jump Jet-capable, making it good for urban fighting.

11.0 meters



ZEUS

CLASS:

Inner Sphere Assault

ARMOR TYPE, TONNAGE:

Ferro Fibrous, 15.5

INTERNAL STRUCTURE:

Endo Steel

MAX SPEED (KPH):

70

GROSS TONS:

80

WEAPONS:

Lg Laser,
LRM 15 (2),
Heavy Gauss Rifle

COMPONENTS:

BAP, LAMS

JUMP JETS:

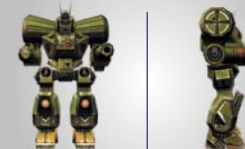
No



FIELD NOTES: The premier assault 'Mech of the Lyran Alliance, the Zeus is designed to engage the enemy at long range. Capable of mounting LRMs, Gauss Rifles, and Large Lasers, the Zeus is ideal for the fire-support role. Poised behind brawlers, the Zeus can soften an opponent's defenses while lancemates close the distance to engage and destroy. Pilots should be aware that due to the Zeus's limited maneuverability, it is susceptible to attack from the rear.

*IS 'Mech Pak must be installed to use; cannot be used in Campaign play.

11.0 meters



WEAPON SPECIFICATIONS

For weapon field notes, see the MechLab. Information is up-to-date as of the last ComStar transmission.

ENERGY WEAPONS

Type	Slots	Heat	Damage	Range	Tons
Lg Laser	2	6.00	7.50	650	5.0
Med Laser	1	1.50	2.00	300	1.0
Sm Laser	1	0.85	1.25	150	0.5
ER Lg Laser	2	9.00	7.50	800	4.0
ER Med Laser	1	2.50	2.45	400	1.0
ER Sm Laser	1	1.50	1.60	200	0.5
Lg Pulse Laser	2	5.00	4.00	650	7.0
Med Pulse Laser	1	1.25	1.10	300	2.0
Sm Pulse Laser	1	0.40	0.45	150	1.0
Lg X-Pulse Laser	2	7.00	5.75	700	5.0
Med X-Pulse Laser	1	2.60	2.25	450	3.0
Sm X-Pulse Laser	1	0.85	0.80	250	1.5
ER Lg Pulse Laser	2	5.60	4.50	800	6.0
ER Med Pulse Laser	1	1.35	1.20	400	2.0
ER Sm Pulse Laser	1	0.60	0.55	200	1.5
PPC	3	11.00	12.00	850	7.0
ER PPC	3	16.00	16.00	1,000	6.0
Flamer	2	4.00	1.00	150	1.0
Clan Flamer	2	4.00	1.00	150	0.5



WEAPON SPECIFICATIONS

MISSILE WEAPONS

Type	Missiles/Ton	Slots	Heat	Damage	Range	Tons
LRM 5	240	1	1.2	4	1,000	3.0
LRM 10	240	1	2.4	8	1,000	6.0
LRM 15	240	2	3.0	12	1,000	8.0
LRM 20	240	2	3.6	16	1,000	11.0
Clan LRM 5	240	1	0.8	4	1,000	2.0
Clan LRM 10	240	1	1.6	8	1,000	3.5
Clan LRM 15	240	2	2.0	12	1,000	4.5
Clan LRM 20	240	2	2.4	16	1,000	6.0
MRM 10	360	1	2.4	9	400	5.0
MRM 20	360	2	4.8	18	400	8.0
MRM 30	360	2	6.0	27	400	11.0
MRM 40	360	3	7.2	36	400	13.0
CSMRM 10	240	1	2.4	8	400	5.0
CSMRM 20	240	2	4.8	16	400	8.0
CSMRM 30	240	2	6.0	24	400	11.0
CSMRM 40	240	3	7.2	32	400	13.0
SRM 2	132	1	0.4	3	300	2.0
SRM 4	132	1	0.6	6	300	3.0
SRM 6	132	2	0.8	9	300	4.0
CSTRK 2	120	1	0.6	3	250	2.0
CSTRK 4	120	1	0.9	6	250	3.0



WEAPON SPECIFICATIONS

Missile Weapons (continued)

Type	Missiles/Ton	Slots	Heat	Damage	Range	Tons
CSTRK 6	120	2	1.2	9	250	4.0
Arrow IV Cluster	?	?	?	?	?	?
Arrow IV Thunderbolt	?	?	?	?	?	?
Narc Beacon	6	1	1.0	0	450	4.0
Clan Narc Beacon	6	1	1.0	0	600	2.0
Flare Launcher	300	1	2.0	N/A	800	1.0
Artillery Beacon	2	1	5.0	40	360	5.0

BALLISTIC WEAPONS

Type	Shots/Ton	Slots	Heat	Damage	Range	Tons
AC 5	120	1	0.20	2.00	750	8
AC 10	36	2	0.60	9.00	600	13
AC 20	20	3	1.80	18.00	400	16
LBX AC 10	36	2	1.00	14.00	450	12
LBX AC 20	20	3	2.00	28.00	300	15
Clan LBX AC 10	36	2	1.00	14.00	450	10
Clan LBX AC 20	20	3	2.00	28.00	300	12
Rotary AC 2	?	?	?	?	?	?
Rotary AC 5	?	?	?	?	?	?
Ultra AC 2	240	1	0.10	1.25	1,000	8



WEAPONS SPECIFICATIONS

Ballistic Weapons (continued)

Type	Shots/Ton	Slots	Heat	Damage	Range	Tons
Ultra AC 5	120	1	0.15	2.00	600	10
Ultra AC 10	36	2	0.75	9.00	500	16
Ultra AC 20	20	3	1.50	18.00	350	20
Clan Ultra AC 2	240	1	0.10	1.25	1,000	6
Clan Ultra AC 5	120	1	0.15	2.00	750	8
Clan Ultra AC 10	36	2	0.75	9.00	500	13
Clan Ultra AC 20	20	3	1.50	18.00	350	18
Light Gauss Rifle	30	2	0.80	12.00	1,200	13
Gauss Rifle	24	3	1.00	17.00	800	16
Heavy Gauss Rifle	16	4	2.00	25.00	600	18
Clan Gauss Rifle	24	3	1.00	17.00	800	13
MG Array	450	1	0	0.35	200	2
Clan MG Array	600	1	0	0.40	200	2
Long Tom Artillery	18	3	20.00	35.00	1,000	20



VEHICLE SPECIFICATIONS

COMBATANT GROUND VEHICLES

Type	Turret Armor	Body Armor	Speed (KPH)	Weapons
SRM Carrier	N/A	2	82	SRM 6 (3)
LRM Carrier	2	2	53	LRM 20 (2)
Condor Hovercraft	1	1	86	Med Laser (2), AC 5
Harasser Hovercraft	1	1	97	SRM 4 (3)
Bulldog Tank	2	2	65	Lg Laser, SRM 2 (2), MG
Demolisher II Tank	15	15	43	AC 20, LBX AC 20, MG (2)
Myrmidon Tank	2	2	72	PPC, SRM 6
Quad Panzer Tank	2	2	72	Lg Pulse Laser (4), MG
Vedette Tank	2	2	82	Ultra AC 5, MG

AIR VEHICLES

Type	Turret Armor	Body Armor	Speed (KPH)	Weapons
Hrothgar Dropship	N/A	190	N/A	Lg Laser (4), PPC (4), Gauss Rifle (4)
Overlord Dropship		(No information available)		
Talon Dropship	N/A	90	N/A	Lg Laser (4), ER Lg Laser (4), LRM 10 (3)
Shilone Bomber	N/A	1	300	Bombs
Nightshade Fighter	N/A	1	300	SRM
Stiletto Fighter	N/A	1	300	Bombs, Ultra AC 2
Nightwind Helicopter	N/A	6	108	LRM 10 (2)
Peregrine Helicopter	N/A	1	126	SRM 2

WATER VEHICLES

Type	Turret Armor	Body Armor	Speed (KPH)	Weapons
Destroyer	N/A	120	95	LRM 20 (2), Long Tom Artillery (4)
Patrol Boat	N/A	1	95	Ultra AC 5



TERRAIN NOTES

Type	Description	Effect on Vehicles	Effect on 'Mechs
Concrete	Solid, smooth, flat, man-made terrain, including concrete, tarmac, blacktop, and so on.	Wheeled vehicles' top speed is increased by 25 percent	None.
Dirt	Plowed fields, packed dirt.	None.	None.
Grass	Grassy slopes, short-cropped farm fields, and so on.	None.	None.
Jungle	Land covered by dense tropical vegetation.	None.	None.
Lava, cooling	Lava that has cooled sufficiently to solidify but continues to glow red with heat.	Traversable by tracked vehicles only. Top speed is reduced.	Traversable, but effective heat dissipation is severely hindered.
Lava, molten	Fluid or semifluid magma that flows from fissures in the ground, producing extreme heat.	No vehicle can traverse.	Prolonged exposure destroys a 'Mech.
Mineral	Crystalliferous rocks and foundations that create dust clouds when traversed and eject large shards when impacted.	None.	None.
Ocean	Very deep water. This terrain only appears when a 'Mech hits a continental shelf or some man-made object such as a dam.	Hover vehicles and water vehicles can traverse.	'Mechs are unable to traverse.
Rough	Hard, broken surface with fissures too small to block 'Mech movement. This terrain can include damaged concrete blocks, scatterings of boulders, stalagmites, and so on.	Only tracked vehicles can travel over this terrain. Tracked vehicles' top speed is reduced by 30 percent.	Reduced ability to traverse.
Snow	Snow that is higher than a 'Mech's ankle but lower than its knees.	No effect for hover vehicles. Tracked vehicles' top speed is reduced by 50 percent. Wheeled vehicles can't move through snow.	All 'Mechs have their top speed reduced by 15 percent.

TERRAIN NOTES

Type	Description	Effect on Vehicles	Effect on 'Mechs
Swamp, flat	Thick, muddy water with no major obstructions protruding from it, which comes up to a 'Mech's calves when wading through it.	Only hover vehicles can traverse.	No effect on 'Mechs under 50 tons. For 'Mechs over 50 tons, top speed is reduced.
Swamp, thick	Thick muddy water with lots of obstructions (trees, bushes, dead trees, rocks) protruding from it.	No vehicle can traverse.	No effect on 'Mechs under 50 tons. For 'Mechs over 50 tons, top speed is reduced.
Underbrush, thick	High farm fields (corn about to be harvested), rainforest floor cover, or any situation with thick bushes and underbrush covering the ground.	No effect on tracked vehicles.	None.
Water, middle depth	Water that hits at any level from just above a 'Mech's ankles to all the way over its head.	Only hover vehicles and water vehicles can traverse.	Heat sinks work more efficiently. Top speed is reduced by 25 percent.
Water, shallow	Water that is at the level of a 'Mech's ankles.	Wheeled vehicles have top speed reduced. Hover vehicles are unaffected. Tracked vehicles' top speed is reduced.	Heat sinks work more efficiently.



GLOSSARY AND GAME ACRONYMS

aff Clan term for affirmative.

ammo Ammunition.

Armed Forces of the Federated Commonwealth (AFFC)

The Federated Commonwealth army.

armored personnel carrier (APC) A vehicle with a defensive covering that carries people as opposed to equipment or weapons.

ballistic weapon A firearm that discharges a free-falling projectile, usually an explosive shell.

Batchall Clan challenge to combat.

beam weapon See energy weapon.

Capellan Confederation An Inner Sphere state.

C-Bill The universal unit of currency across the Inner Sphere and elsewhere.

charging weapon A firearm that uses stored energy to operate and that must be recharged after each use in order to fire again.

Circle of Death An offensive maneuver in which a pilot and lancemates encircle an enemy to attack while blocking escape.

Clans Splinter factions that formed in response to the constant warring between empires of the Successor States.

combat loss grouping (CLG) The threshold at which a 'Mech lance begins to suffer rapid, successive losses due to the attrition of armor and ammunition.

command lance A lance of heavy or assault 'Mechs with good electronics and communications packages, usually used as a primary lance when deployed.

ComStar A quasireligious organization that maintains the Inner Sphere's communications network and that is dedicated to preserving the original Star League's technological legacy.

coolant The fluid that can be flushed through a BattleMech's system to quickly reduce overheating.

Death from Above (DFA) An offensive maneuver in which a pilot causes a 'Mech with Jump Jets to jump into the air and land on an opponent.

drop zone (DZ) An area on a planet where troops or equipment are set down by a dropship.

Dropship An interplanetary ship capable of entering a planet's atmosphere in order to set down troops or equipment.

Draconis Combine An Inner Sphere state.

Endo Steel Material used in a variation of the standard internal structure of a 'Mech, which weighs only half of what the standard material weighs, but which also tends to increase the propagation of internal damage.

energy weapon A firearm that emits a highly amplified beam of electromagnetic radiation.

Federated Commonwealth (FedCom) An Inner Sphere state.

Federated Suns A former Inner Sphere state now subsumed into the Federated Commonwealth.

Ferro Fibrous armor The standard armor used to protect a 'Mech. It weighs less than Reactive armor and Reflective armor but takes up more space on a 'Mech.

fire lance A lance of mobile, hard-hitting 'Mechs sent to breach enemy lines or back up a recon or light lance (a light lance has a combined weight of 140 tons or less). A fire lance is usually comprised of medium or heavy 'Mechs, or both.

Great House One of an elite group of families that rule the Inner Sphere states.

hardpoint A point on a 'Mech chassis where a weapon can be mounted.

heads-up display (HUD) Electronic readout that provides real-time combat information superimposed over a pilot's windshield. The information can thus be read without looking away from the battlefield.

heat sink An exterior panel or shield on a 'Mech that dissipates heat.

GLOSSARY AND GAME ACRONYMS

House Davion The Great House that traditionally ruled the Federated Suns.

House Liao The Great House that rules the Capellan Confederation.

House Steiner The Great House that traditionally ruled the Lyran Commonwealth.

Inner Sphere The set of interstellar empires that comprises the Successor States. The history between domains is punctuated by war as each vies for control, but economic need requires them to maintain good trade relations.

Jump Jets The plasma venting components on a 'Mech that enable it to jump over objects.

killed in action (KIA) Describes a pilot or soldier who died in battle.

lance A unit of up to four 'Mechs.

landing zone (LZ) See drop zone.

line of sight (LOS) The line of vision from a person's eye to the object being viewed.

loadout The weapons configuration of a 'Mech.

lock on To fix and hold onto a target automatically with the reticle.

lock or **lock-on** When a target has been locked onto with the reticle.

Lyran Alliance An Inner Sphere state that is a recent breakoff from the Federated Commonwealth and that covers much of the territory of the former Lyran Commonwealth.

Lyran Alliance Armed Forces (LAAF) The Lyran Alliance army.

Lyran Commonwealth A former Inner Sphere state subsumed into the Federated Commonwealth.

missing in action (MIA) Describes a pilot or soldier not found during or after a battle.

mobile field base (MFB) A movable center of operations at which 'Mechs can be repaired and rearmed.

Narc Beacon A beacon that gives away the location of an enemy by emitting a targeting signal for missiles and artillery.

neg Clan term for negative.

OmniMech A 'Mech that has Omni hardpoints, which accept any weapon type.

paint To keep a target in the radius of your reticle for a few seconds in order to get a missile lock.

Pulse Laser A type of energy weapon that delivers laser beams in short, sharp bursts.

quiaff Clan expression placed at the end of a rhetorical question if an affirmative answer is expected—for example, "We shall fight, quiaff?"

Reactive armor A variation of the standard armor used to protect a 'Mech. It is more effective than standard armor against ballistic weapons.

recon Reconnaissance.

recon lance A lance of fast-moving 'Mechs deployed as scouts.

Reflective armor A variation of the standard armor used to protect a 'Mech. It is more effective than standard armor against energy weapons.

reticle The targeting grid in the center of the HUD.

Sat Com Satellite Communications, a military unit.

sit rep A situation report, an update on current mission progress and any new factors that have come into play since the last report.

Star League A recently reformed interstellar alliance.

Successor States See Inner Sphere.

Tac Ops Tactical Operations, a military unit.

X-Pulse Laser A pulse laser weapon that delivers much more damage than an ordinary Pulse Laser but has a slower cycle time and generates more heat.